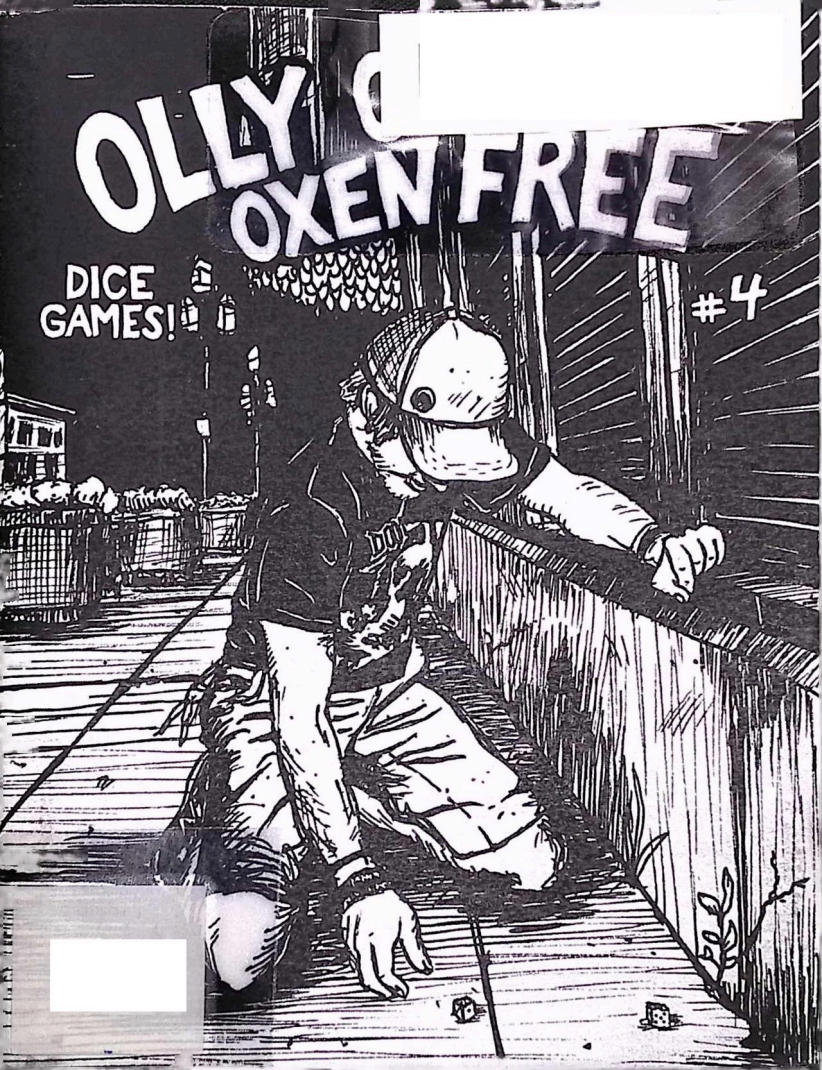

OLLY
OXEN FREE
DICE GAMES!
#4

these thirteen dice games were put together with the help of vince from milwaukee, eric MPLS, alex who likes games, "grandma" grace (where ever you are...), and the guy who taught me how to play cee low outside the library.

thanks to ginger for an unlocked door and a cantankerous old typewriter.

thanks to christina for the same.

send trades, feedback, and games to:

[redacted]

42740

ACES

EVERYONE THAT WANTS TO PLAY NEEDS THEIR OWN SET OF FIVE DICE.

ROLL FOR HIGHER, COUNT ACES AS 7. EVERYONE THROWS THE SAME AMOUNT INTO THE POT.

THE FIRST SHOOTER ROLLS FIVE DICE. SET ANY ACES ASIDE IN THE BONEYARD AND PASS ANY 2'S AND 5'S.

- SET ASIDE

- PASS TO THE PLAYER ON YOUR LEFT

- PASS TO THE PLAYER ON YOUR RIGHT.

THE SHOOTER KEEPS ROLLING UNTIL THEY THROW A HAND WITH NO 1'S, 2'S, OR 5'S. THEN THE TURN PASSES CLOCKWISE. THE NEW SHOOTER ROLLS THEIR FIVE PLUS ANY DICE THAT WERE PASSED TO THEM.

THE GAME CONTINUES UNTIL ALL BUT ONE OF THE DICE ARE IN THE BONEYARD, ACE UP. THIS LAST DIE KEEPS BEING ROLLED AND PASSED UNTIL SOMEBODY THROWS THE LAST ACE AND TAKES THE POT.

REMEMBER! JUST BECAUSE ALL OF YOUR DICE ARE IN THE MIDDLE IT DOESN'T MEAN YOU'RE OUT OF THE GAME. DICE CAN STILL BE PASSED TO YOU WHEN NEIGHBORING PLAYERS ROLL 2 AND 5.

AROUND THE SPOT

REAL SIMPLE. EACH PLAYER ROLLS THREE DICE THREE TIMES. ONLY COUNT THE DOTS THAT ARE AROUND A CENTER PIP.

- 1 pt

- 2 pts

- 4 pts

- 0 pts

THE PLAYER WITH THE MOST POINTS AFTER THREE ROUNDS WINS.

SPECIAL ROLLS

NON-SCORING TRIPLET: ALL 2'S, 4'S, OR 6'S.

IT GIVES YOU AN EXTRA ROLL AND DOUBLES YOUR SCORE FOR THAT ROUND!

WATCH OUT! IF YOU THROW ANOTHER ONE IN THE SAME TURN YOU LOSE ALL OF THAT ROUND'S POINTS.

BUNKO

PUT SOME KIND OF PRIZE IN THE MIDDLE OF THE BONEYARD (A RARE 7 INCH, THE LAST SLICE OF PIZZA) TAKE TURNS ROLLING THREEDICE. COUNT 6'S AS ONE POINT.

IF YOU DON'T GET ANY 6'S ON THE FIRST ROLL PASS THE DICE TO THE NEXT SHOOTER. IF YOU GET AT LEAST ONE 6 KEEP ROLLING ALL THREE DICE UNTIL YOU THROW A HAND WITH NO 6'S.

EVERBODY'S POINTS ARE ADDED INTO ONE NUMBER. WHEN THE SCORE HITS 24 THE PLAYER WHO THROWS THE LAST POINT WINS THE GAME AND THE PRIZE!

CLEVELAND THREE'S

A "FAST ACTION" LOW ROLLING DICE GAME.

YOU CAN SHOOT THREES WITH ANY NUMBER OF DICE, USUALLY IT'S EITHER 3 or 6.

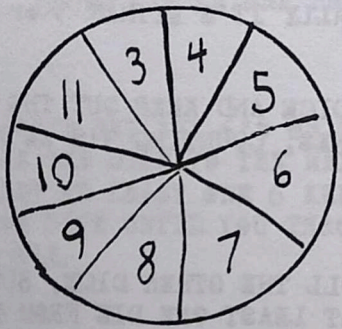
ROLL THE DICE AND KEEP OUT THE LOWEST SCORING ONES, COUNTING 3'S AS ZERO.

YOU CAN REROLL THE OTHER DICE, BUT YOU GOTTA KEEP AT LEAST ONE DIE FROM EACH ROLL. EVERYBODY TAKES A TURN AND THE PLAYER WITH THE LOWEST SCORE WINS.

THE BEST POSSIBLE SCORE IS A ZERO, MEANING ALL THREES. THE ONLY THING THAT BEATS A ZERO IS IF ANOTHER PLAYER CAN "SHOOT THE MOON" MEANING ROLL ALL SIXES. A RISKY VENTURE INDEED.

JACKPOT

START BY CHALKING THIS ONTO THE PAVEMENT...



TO PLAY YOU'LL NEED TWO DICE AND LOTS OF COINS. DIVIDE THE COINS EVENLY AND PASS THE DICE TO THE FIRST SHOOTER.

THE SHOOTER ROLLS AND TAKES THE SUM OF BOTH DICE(THE TOTAL) AND PUTS A COIN ON THAT NUMBER (2 AND 12 AREN'T ON THE BOARD I'LL GET TO THAT LATER).

SO A ROLL OF 2 AND 5 MAKES 7, SO DROP A COIN ON THE 7 SLICE OF THE BOARD.

KEEP ROLLING AND DROPPING COINS UNTIL A SEGMENT HAS THREE COINS ON IT. THAT NUMBER IS NOW "RIPE", THE NEXT TIME A SHOOTER ROLLS THAT # THEY GET TO KEEP THE THREE COINS.

IF YOU ROLL A 2 YOU GOTTA PUT A COIN ON EVERY SLICE THAT DOESN'T ALREADY HAVE THREE.

IF YOU ROLL A 12 YOU COLLECT ALL THE COINS ON THE WHOLE BOARD!

KEEP PLAYING UNTIL YOU'RE TOO BROKE OR TOO BORED.

MEXICO

EVERYONE WHO WANTS TO PLAY THROWS THE SAME AMOUNT INTO THE POT.

PLAYERS ROLL TWO DICE AND USE THE SCORES TO MAKE A TWO DIGIT NUMBER INSTEAD OF A TOTAL.

52 GET IT?

A ROLL OF 21 IS CALLED "MEXICO" AND IS UNBEATABLE BY ANY OTHER ROLL.

IF YOU DON'T LIKE YOUR SCORE YOU CAN REROLL UP TO THREE TIMES, BUT YOU HAVE TO KEEP YOUR LAST ROLL.

SCORING WORKS LIKE THIS...

21 IS THE HIGHEST POSSIBLE ROLL, THEN COME ALL DOUBLES IN NUMERICAL ORDER, THEN ALL MIXED NUMBER ROLLS IN NUMERICAL ORDER.

EXAMPLE: 11 IS BETTER THAN 65 BECAUSE ANY DOUBLE BEATS ANY MIXED NUMBER. 54 BEATS 41 BECAUSE HIGHER MIXED ROLLS BEATS LOWER ONES.

21BEATS EVERYTHING, 66 IS THE SECOND HIGHEST ROLL.

EVERYONE ANTES THE SAME AMOUNT, LET'S SAY ONE DOLLAR. WHEN THE ROUND IS OVER THE LOSER (LOWEST ROLL) THROWS AN EXTRA BUCK INTO THE POT BEFORE THE WINNER CLEANS IT OUT. SO IN THIS GAME THE LOWEST ROLLER PAYS DOUBLE.

BIG TIME MEXICO

IF YOU HAVE LIKE 30 PEOPLE THAT WANT TO PLAY DICE, CIRCLE UP AND PLAY WITH THE NORMAL RULES, BUT WHEN THE LOSER PAYS AGAIN AT THE END OF THE ROUND THEY ARE ELIMINATED. SO THE NUMBER OF PLAYERS GETS LESS AND LESS AND THE POT GETS HUGE. THE LAST PLAYER LEFT TAKES IT ALL.

FAT POCKETS!

STREET CRAPS

GRAB TWO DICE AND A CIRCLE OF PEOPLE WHO WANNA PLAY. THE FIRST SHOOTER ROLLS BOTH DICE. IF THEY COME UP 7 OR 11 ON THE FIRST ROLL, THE SHOOTER WINS ALL BETS. IF THEY COME UP 2, 3, OR 12 ON THE FIRST ROLL, THE SHOOTER LOSES ALL BETS.

IF THE DICE COME UP ANY OTHER NUMBER THAT NUMBER IS CALLED "THE POINT". RE ROLL THE DICE UNTIL THE POINT COMES UP AGAIN. IF A 7 IS ROLLED BEFORE THE POINT, THE SHOOTER LOSES (CALLED "SEVEN OUT") BUT IF THE POINT COMES UP FIRST, THE SHOOTER WINS.

THAT'S PRETTY MUCH IT.

CRAPS BETTING

CRAPS IS PRETTY MUCH NO FUN IF YOU AREN'T BETTING. IF YOU'RE NOT THE GAMBLING TYPE BET WITH PIECES OF GRAVEL OR PENNIES.

IT WORKS LIKE THIS: THE SHOOTER LAYS DOWN A BET BEFORE THEY ROLL. ANYONE WHO WANTS TO BET AGAINST THEM COVERS ALL OR PART OF THE BET, CALLED "FADING THE BET".

IF THE ENTIRE BET ISN'T FADED, THE SHOOTER "DRAGS DOWN" WHATEVER IS LEFT OVER.

EXAMPLE: SHAKES IS ABOUT TO ROLL. HE LAYS DOWN SIX PENNIES IN THE BONEYARD. BIG GREMLIN PUTS DOWN THREE PENNIES, FADING HALF THE BET. TWITCH FADES ONE PENNY. SHAKES DRAGS DOWN THE REMAINING TWO.

ALL BETS PAY 2 TO 1. SO IF SHAKES WINS HE GETS ALL 8 PENNIES. IF HE LOSES, BIG GREMLIN GETS 6 AND TWITCH GETS 2.

SIDE BETS ARE BETWEEN SPECTATORS. THEY WORK THE SAME AS REGULAR BETS EXCEPT YOU HAVE TO DECIDE WHO IS FOR AND AGAINST THE SHOOTER.

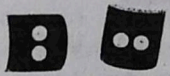
MOST BETS START OFF LOW. IF YOU WIN, YOU CAN "LET IT RIDE" MEANING YOU'RE RE BETTING EVERYTHING YOU JUST WON. USUALLY IT RIDES THREE TIMES, AFTER THAT YOU'RE PUSHING YOUR LUCK.

AMES OF PAIRS IN CRAPS

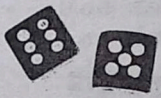
SNAKE EYES

DUECE LOOSE

BOXCARS/MIDNIGHT



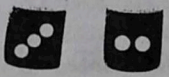
LITTLE JOE



SIX FIVE, NO JIVE

SUNFLOWERS

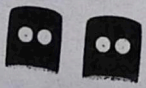
SQUARE PAIR



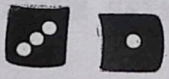
THIRTY TWO JUICE ROLL

"THE HARD WAY": ANY DOUBLE THAT MAKES A 4, 6, 8, OR 10.

"THE EASY WAY": ANY MIXED ROLL THAT MAKES A 4, 6, 8, OR 10.



"FOUR THE HARD WAY"



"FOUR THE EASY WAY"

"ONE LEGGED": ANY NUMBER AND A ONE

A ONE LEGGED SIX:

A NICKEL: ANY FIVE

A NATURAL: 7 OR 11 ON THE FIRST ROLL

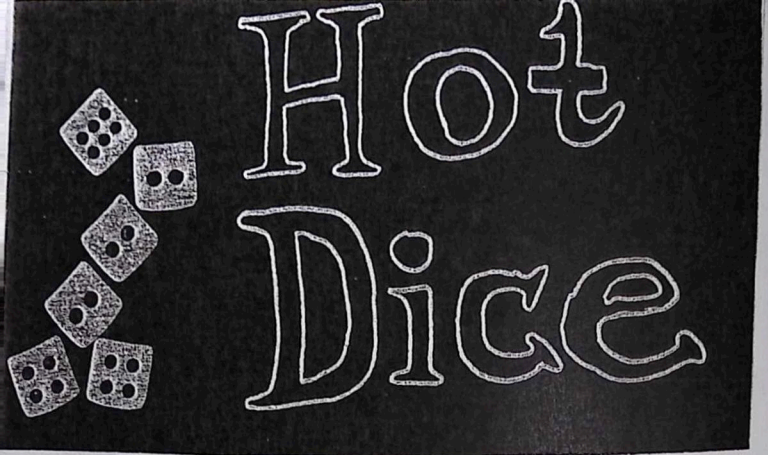
SEVEN OUT: ANY 7 BEFORE THE POINT

IT'S CONSIDERED BAD LUCK TO SAY SEVEN OR ELEVEN WHILE PLAYING CRAPS, SO 7 IS CALLED "SKINNY DUGAN" AND 11 IS CALLED "THE YO" OR "YO LEVEN"

commonly observed etiquette

- only touch the dice with one hand (two-handing the dice can make it look like you're switching 'em)
- throw the dice off a wall or curb (prevents players from "sliding" the dice 7 up)
- use two different colored dice (so loaded dice can't be swapped in. most trick dice are either white or red)
- "hands high, let 'em fly!" keep your hands away from the dice and money in the boneyard

- don't walk away after a big win. it's customary to give the other players a chance to win their money back. this is usually settled with one round of double or nothin'. so by street rules anything you win you have to win twice before you can keep it.



hot dice can be played pretty much anywhere, on the sidewalk, in the back of a bus, on a boxcar floor. it fits in your pocket and is wicked addictive.

YOU'LL NEED:

- at least one other person to play with
- 6 regular dice
- a pen and paper for keeping score

the game itself is pretty simple, you just roll the dice and add up the score. whoever hits 10,000 points first is the winner.

points

the first thing you need to know is how to score points. the most common scoring rolls are ones, fives, and triples.

1's and 5's - the only numbers that have any value by themselves -

= 50 = 100 pts.

triples
(3 of a kind)

triples are scored like this -

on the dice X 100 points

so if you roll three 4's it's worth 400 points. (4 X 100 = 400), three 6's is worth 600 and so on.

how to play

start by rolling all six of your dice. set aside any ones, fives, or triples. you can re-roll any non-scoring dice again. keep in mind...

- you must keep at least one scoring die from each roll.
- if you re-roll non-scoring dice and get no scoring dice again, it's called a bust. if you bust you lose any points you got earlier in that round.
- when you're done rolling, add up your score and pass the dice. if you're bad at math, it can be helpful for one person to keep score throughout the whole game.

a basic hand goes like this:

shakes rolls six dice and gets 1, 4, 5, 2, 6, and 2.

he keeps the 1 and re-rolls the other five dice, he now has 100 points.

on this roll he gets 2, 3, 3, 3, 4.

he keeps the triplets (300 pts + the 100 pts from the first roll = 400pts) shakes worries that he'll bust if he re-rolls the last two dice, so he stays at 400 points.

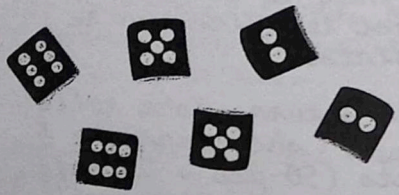
now it's twitch's turn. she rolls 5, 2, 4, 2, 2, 3. she keeps the 5 and the triplets (50 pts + 200 pts = 250 pts) and re-rolls the rest. she gets a 6 and a 3. BUST! twitch loses the 250 points from this round and her turn is over.

first rolls

the first time you roll the dice in a hand is always super important. it's the only time in the round when you get to roll all six dice at once. there are special ways of earning and losing lots of points on first rolls.

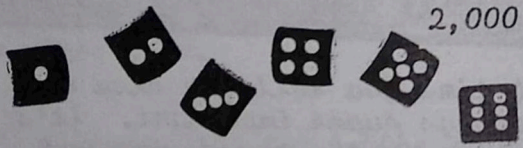
boxcars
(3 pair)

three pair on the first roll of a round.



2,000 points

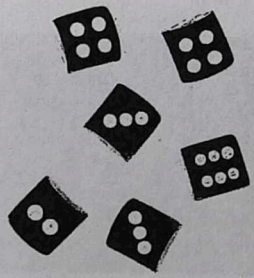
straight



2,000 points

when you roll all six dice in numerical order on the first roll.

bottomed out!



when your first roll contains no scoring dice.

if this happens, you lose ALL THE POINTS YOU HAVE ACCUMULATED IN THE WHOLE GAME! even if you have 9,950 points, if you bottom out on the first roll of your turn, you go back to zero! SEE YA!

special rolls

these rolls can happen at anytime during the game and can be worth lots of points.

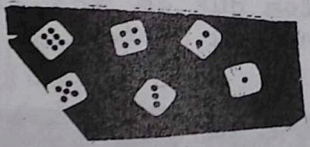
multiples

triples - when you roll three same numbered dice.

on the dice X 100 points

the only exception is if you roll three 1's. this roll is worth 1,000 points.

if you roll four of any # then you get double the score for rolling three of kind.



for four 1's - 2,000
four 4's - 800

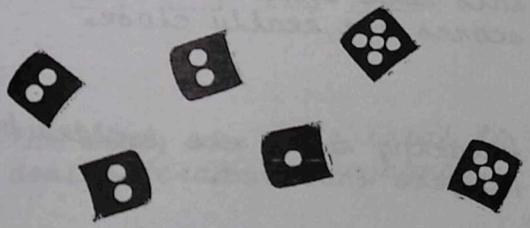
and so on.

rolling five and six of a kind is very rare but it still happens sometimes. just take the score for rolling a triplet of that number and double it according to how many additional dice of that number were rolled.

three 2's - 200 pts
four 2's - 400 pts
five 2's - 600 pts
six 2's - 800 pts

hot dice

hot dice - when all the dice you roll are worth something. this can be from accumulated rolls of 1's and 5's, multiples, or from a roll like boxcars or a straight. call "hot dice!" and you get to roll all six dice again as a part of the same hand. remember, on your second turn you're wagering all of your points from both rounds so be careful!



hitting 10,000

winning can be a little tricky, there are 3 final rules about finishing the game.

#1 you have to hit 10,000 or more points to end the game. the first one there wins.

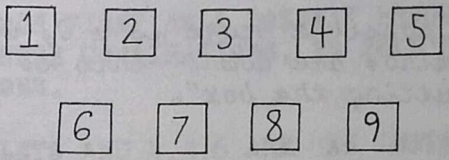
#2 no matter what, after someone hits 10,000 points the other players get one last roll. in most games this won't make much difference, but this rule comes in handy if the scores are really close.

#3 tie breaking rules are decided by the players involved.

SHUT THE BOX

you'll need two dice, and a set of dominos numbered 1 - 9 stood up on end facing you.

if you don't have any dominos just write out 1 - 9 on a piece of paper like so...



roll the dice, use your total to knock down dominos/cross out numbers,

if you roll a 4 and 2 then your total is six. you can knock over the #6 domino, or the 5 and 1, or the 4 and 2. any combination works as long as all of your total is covered.

keep rolling and knocking down dominos until you throw a total that you can't use. when this happens your turn is over. add up the #'s on any dominos left standing, this is your score. the player with the lowest score after three rounds wins.

the lowest possible score is a 0, when all the dominos are down. this is called "shutting the box".

note - when all the dominos above six are tipped over you can roll just one die.

CEE LOW

A THREE DICE GAME. ALSO CALLED "FOUR, FIVE, SIX" AND ACE OUT.

THERE ARE FOUR SCORING COMBINATIONS IN CEE LOW...

1. ANY TRIPLET
2. 4,5,6
3. 1,2,3
4. ANY PAIR

IF YOUR FIRST ROLL DOESN'T PRODUCE ONE OF THESE COMBINATIONS, RE ROLL UNTIL IT DOES.

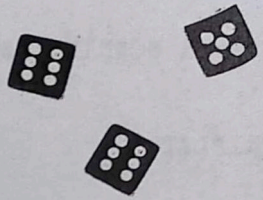
TRIPLETS AND 4,5,6 ARE AN INSTANT WIN FOR THE SHOOTER. ALL BETS PAY OUT TO THEM.

IF YOU ROLL A 1,2,3 THE SHOOTER LOSES AND THE FADERS TAKE DOUBLE WHAT THEY PUT IN.

DO BETS CRAPS STYLE, DRAG DOWN WHAT ISN'T FADED.

IF YOU ROLL A PAIR, THE THIRD DIE IS YOUR "POINT".

A CEE LOW POINT OF 5



IF THE POINT IS A 6, IT'S CALLED "TWO ALIKE, SIX HIGH" AND WINS ALL BETS. IF THE POINT IS A ONE IT'S CALLED "ACE NEGATIVE" AND LOSES ALL BETS. IF THE POINT IS A 2,3,4, or 5 THE DICE PASS TO THE PLAYER THAT BET AGAINST THE SHOOTER.

THE FADER HAS TO ROLL

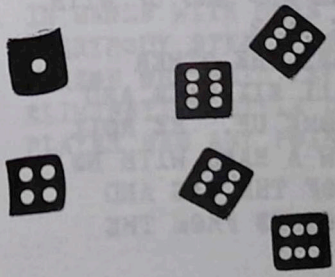
THE FADER HAS TO MAKE A HIGHER POINT OR ROLL A TRIPLET/4,5,6 WITHOUT ROLLING 1,2,3, A LOW POINT, OR ACING OUT.

TWENTY FOUR

OBJECT: TO ROLL A 1, A 4, AND HIGH SCORING DICE.

EVERYBODY ANTES, ROLL SIX DICE AND KEEP OUT ANY HIGH NUMBERS AND A 1 AND 4 IF THEY COME UP. RE ROLL THE REST, KEEPING AT LEAST ONE DIE FROM EACH ROLL.

YOU MUST ROLL A 1 AND A 4 TO QUALIFY, UNLESS YOU DO YOUR SCORE WON'T COUNT. IF YOU DO HAVE A 1 AND 4, ADD UP THE TOTAL OF THE OTHER FOUR DICE. THE SHOOTER WITH THE HIGHEST SCORE WINS THE POT.



HI/LO

EVERYBODY STARTS WITH 30 POINTS. ROLL SIX DICE, DEPENDING ON WHAT COMES UP YOU TRY TO GO HIGH (OVER 30) OR LOW (UNDER 12) - SAVE OUT THE LOWS OR HIGHS AND RE-ROLL THE REST, KEEPING AT LEAST ONE DIE FROM EACH ROLL. IF YOU EXCEED YOUR HI/LO GOAL USE THE DIFFERENCE TO ROLL AGAINST YOUR OPPONENT.

LEMME EXPLAIN...

IF YOU CHOOSE TO GO HIGH AND END UP WITH 33, THAT'S A DIFFERENCE OF 3
SO YOU "ROLL 3'S" AGAINST THE OTHER PLAYER: MEANING ROLL ALL SIX DICE AND SAVE OUT ANY 3'S THAT COME UP. RE ROLL THE REST UNTIL YOU THROW A HAND WITH NO 3'S. ADD UP THE TOTAL OF THE 3'S AND STEAL THAT NUMBER OF POINTS FROM THE OTHER PLAYER.

IF YOU COME UP SHY OF THE HI/LO YOU LOSE THE NUMBER OF POINTS THAT YOU'RE SHORT.

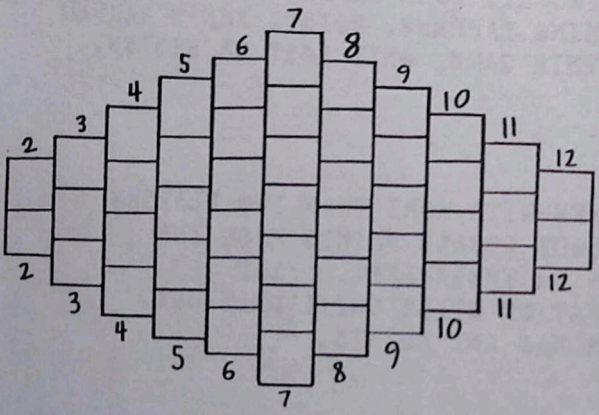
EXAMPLE: YOU TRY TO GO LOW AND GET A 18, THAT'S SIX POINTS OVER THE LOW GOAL OF 12, SUBTRACT SIX FROM YOUR SCORE.

IF YOU HIT YOUR HI/LO GOAL EXACTLY, NOTHING HAPPENS. POINTS ARN'T EARNED IN THIS GAME, ONLY LOST OR STOLEN.

IN GAMES WITH MORE THAN TWO PLAYERS EVERYBODY STEALS POINTS FROM THE PERSON ON THEIR LEFT. PLAY ELIMINATION STYLE UNTIL ONLY ONE PLAYER HAS ANY POINTS.

WIDGET

OBJECT - TO ADVANCE YOUR PIECES TO THE TOP OF THE BOARD AND BE THE FIRST PLAYER TO CLOSE OUT THREE COLUMNS.

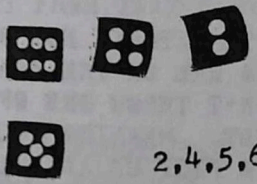


TO GET THIS THING GOING YOU'LL NEED:

- FOUR DICE
- TEN DISTINCT MARKERS FOR EACH PLAYER (MARBLES, BUTTONS, WHATEVER)
- THREE WIDGETS (BIG MARKERS THAT WON'T GET CONFUSED WITH THE PLAYER PIECES
- A BIG COPY/DRAWING OF THE WIDGET BOARD

ROLL ALL FOUR DICE. USE THESE FOUR NUMBERS TO MAKE TWO COMBINATIONS.

SO A ROLL OF...



2,4,5,6

CAN MAKE 6 & 11, 9 & 8, OR 7 & 10

IF YOU GO WITH THE 9 & 8, PUT A WIDGET ON THE LOWEST BOX OF THE 9 COLUMN AND THE 8 COLUMN.

ROLL AGAIN. MAKE TWO COMBINATIONS LIKE BEFORE. IF YOU ALREADY HAVE A WIDGET ON ONE OF THE NUMBERS, MOVE IT UP ONE SPACE TOWARDS THE TOP. AS FOR THE OTHER COMBINATION, PUT YOUR LAST WIDGET ON THE BOTTOM OF THE COLUMN WITH THAT NUMBER. (IF BOTH #'S FROM YOUR SECOND ROLL ARE COLUMNS WITH OUT A WIDGET, PICK ONE OF THE TWO NUMBERS AND PUT YOUR LAST WIDGET ON THAT COLUMN. DISREGARD THE SECOND NUMBER)

RISKY TERRITORY! NOW ALL THREE OF YOUR WIDGETS ARE ON THE BOARD. IF YOU RE-ROLL AND DON'T THROW ONE OF THESE NUMBERS, YOU BUST. MEANING YOUR TURN ENDS, YOU HAVE TO PICK UP ANY WIDGETS YOU PUT DOWN, AND ANY PROGRESS YOU MADE THIS ROUND IS LOST. IT'S LIKE YOUR TURN NEVER HAPPENED.

YOU CAN KEEP ON GOING AS LONG AS YOU GET AT LEAST ONE USEABLE COMBINATION PER ROLL. BUT YOU RISK BUSTING ANY TIME YOU ROLL WITH ALL THREE WIDGETS DOWN.

BE CAREFUL ICARUS. THAT SUN'S GETTING HOT.

YOU CAN ALWAYS CHOOSE TO PLAY IT SAFE AND "STAY" ONCE YOUR WIDGETS ARE DOWN. THEN YOU REPLACE THE WIDGETS WITH YOUR PLAYER PIECES AND PASS THE DICE. NOW THAT YOUR PIECES ARE DOWN, THEY'RE SOLID AND CAN'T BE MOVED. SO NOW WHEN YOU ROLL A NUMBER THAT HAS ONE OF YOUR PIECES ON IT, YOU START FROM THAT PIECE AND NOT THE BOTTOM.

TO "CLOSE OUT" A COLUMN ADVANCE YOUR PIECE TO THE TOPMOST BOX, AND THEN ONTO THE NUMBER ABOVE. ONCE YOU HIT THE TOP NUMBER, AND END YOUR TURN, THE COLUMN IS CLOSED AND ANY PLAYER PIECES ON IT ARE TOSSED OUT OF THE GAME.

THE FIRST PLAYER TO SNAG THREE COLUMNS IS THE WINNER.

MORE STUFF TO KNOW:

- MORE THAN ONE PLAYER CAN HAVE A PIECE IN THE SAME SPACE
- NO NEW PIECES CAN BE PLACED ON A CLOSED COLUMN
- YOUR ROLL CAN'T BUST AS LONG AS YOU HAVE A FREE WIDGET
- COLUMN CLOSERS HAVE THE RIGHT TO THROW ANY PIECES IN THEIR COLUMN AT THE OTHER PLAYERS. HARD.

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dedicated to sleepytime perry.
read a book, will ya?

M. HARPRING